

IN THE CLAIMS

Attached is a listing of claims in accordance with 37 C.F.R. §1.121 (Revised Amendment Practice.) Claim 11 has been currently amended and claim 19 has been currently added.

1. (Previously Presented) A page composition method for composing a page from elements in a continuous tone pixelized form or in a bit-mapped form for printing comprising:

- (a) determining the position of the elements on a printed page;
- (b) dividing the page into bands;
- (c) serially transferring pixel data values for sections of bands corresponding the portions of respective elements in a band, to a buffer memory, wherein the data from the portion of one element in a band is completely read prior reading data corresponding to the portion of the second element in the band;
- (d) writing the data to the buffer memory as it is read; and
- (e) transferring the data from the buffer memory when all the data corresponding to all portions of all elements in the band is written in the buffer memory,
wherein a band contains overlapping portions of two elements.

2. (Original) A page composition method according to claim 1 wherein certain of the pixel values in certain elements are indicated as being transparent and wherein no data is written into the buffer memory for such pixel values.

3. (Previously Presented) A page composition method for composing a page from elements in a continuous tone pixelized form or in a bit-mapped form for printing comprising:

- (a) determining the position of the elements on a printed page;
- (b) dividing the page into bands;
- (c) serially transferring pixel data values for sections of bands corresponding the portions of respective elements in a band, to a buffer memory, wherein the data from the portion of one element in a band is completely read prior reading data corresponding to the portion of the second element in the band;
- (d) writing the data to the buffer memory as it is read; and
- (e) transferring the data from the buffer memory when all the data corresponding to all portions of all elements in the band is written in the buffer memory,
and including:
determining the relative layer of the overlapping elements,

UDL A03

wherein the portions of the elements in the band are transferred to the buffer memory in an order which corresponds to the determined relative layer of the overlapping elements.

4. (Original) A page composition method according to claim 3 wherein certain of the pixel data values are indicated as being opaque and wherein pixel data from an underlying layer is replaced by data from an overlying opaque layer.

5. (Previously Presented) A page composition method according to claim 3 wherein certain of the pixel data values are indicated as being transitional in nature and wherein the data in the buffer is a combination of the data in an overlapping layer and an underlying layer.

6. (Original) A page composition method according to claim 5 wherein the combination of data is a weighted average of the pixel values in the upper and lower layers.

7. (Previously Presented) A page composition method according to any of claims 1-6 wherein after transfer of data, corresponding to a band, to a buffer memory is completed, the data is transformed into bit mapped form suitable for printing.

8. (Previously Presented) A page composition method according to any of claims 1-6 wherein after all of the data corresponding to a given band to a buffer memory is completed, (c) - (e) are repeated for a second band.

9. (Original) A page composition method according to claim 8 wherein data for the second band is placed in a second buffer memory.

10. (Original) A page composition method according to claim 9 wherein the data corresponding to the second band is transformed in bit mapped form suitable for printing after data from the first band is so transformed.

11. (Currently Amended) A page composition method according to any of claims 1-6 and including zeroing the pixel values in a buffer memory after data [[n]] from the memory is transferred therefrom.

UDL A03

12. (Original) A page composition method according to claim 11 and including repeating (c) -(e) for an additional band, wherein said data is written into a buffer memory into which data for another band was written previously after such data was transferred therefrom.

13. (Previously Presented) A page composition method according to claim 2 and including:
determining the relative layer of the overlapping elements.
wherein the portions of the elements in the band are transferred to the buffer memory in an order which corresponds to the determined layer of the overlapping elements.

14. (Previously Presented) A page composition method according to claim 13 wherein certain of the pixel values are indicated as being opaque and wherein pixel data from the underlying layer is replaced by data from an overlying opaque layer.

15. (Previously Presented) A page composition method according to claim 13 wherein certain of the pixel values are indicated as being of a transitional nature and wherein the data in the buffer is a combination of the data in an overlapping layer and in an underlying layer.

16. (Previously Presented) A page composition method according to claim 15 wherein the combination of data is a weighted average of the pixel values in the upper and lower layers.

17. (Previously Presented) A page composition method according to any of claims 1-6 wherein overlapping elements comprise elements selected from image and line work elements.

18. (Previously Presented) A page composition method according to any of claims 1-6 wherein the overlapping elements are color elements and wherein separate color separations are generated for each color.

19. (New) A page composition method for composing a page from elements in a continuous tone pixelized form or in a bit-mapped form for printing comprising:

- (a) determining the position of the elements on a printed page;
- (b) dividing the page into bands;
- (c) serially transferring pixel data values for sections of bands corresponding the portions of respective elements in a band, to a band buffer memory, wherein the data from the portion of

UDL A03

one element in a band is completely read prior reading data corresponding to the portion of the second element in the band;

- (d) writing the data to the band buffer memory as it is read; and
- (e) transferring the data from the band buffer memory when all the data corresponding to all portions of all elements in the band is written in the band buffer memory,
wherein a band contains overlapping portions of two elements.